



Joni Korpi @jonikorpi · 21 abr. 2015

Never realised Star Wars Galaxies did procedural terrain generation all the way back in 2003. :o raphkoster.com/2015/04/20/swg...

1 1 1



Raph Koster @raphkoster · 21 abr. 2015

@jonikorpi It wasn't exactly new even then!

1 1 2



Joni Korpi @jonikorpi · 21 abr. 2015

@raphkoster Seems like there's way more interesting design hidden in gamedev history than I could have imagined. :)

3 1



Raph Koster @raphkoster · 21 abr. 2015

@jonikorpi Daggerfall, one of the early Elder Scrolls games, is probably a big example. But even @RichardGarriott's Akalabeth used it. :)

1 3 6



Richard Garriott ✓

@RichardGarriott

En respuesta a @raphkoster

@raphkoster @jonikorpi True! Akalabeth used seeded procedural map gen so it did not need to store maps, there was not enough mem for all.

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5:08 p. m. · 21 abr. 2015 · Twitter for iPhone

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Personas relevantes



Richard Garriott ✓

@RichardGarriott

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Inventor, explorer, entrepreneur, astronaut, aquanaut & author of "Explore/Create". Check out my book & join me in Shroud of the Avatar! [#LBSotA](#)



Raph Koster

@raphkoster

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Game designer: ULTIMA ONLINE, STAR WARS GALAXIES, METAPLACE, & more. Writer: THEORY OF FUN, POSTMORTEMS, SUNDAY POEMS. Music: AFTER THE FLOOD. Speaker: lots.



Joni Korpi

@jonikorpi

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